

BEAUFORT

A minisystem for any RPG with sailing ships by Steffan O'Sullivan, CC-Attribution

The PCs on a ship encounter a storm – what happens?

Set **Storm Strength**: the GM rolls 1d6+6.

The GM evaluates the captain's **Ship Mastery**, the crew's **Seamanship**, and the ship's **Seaworthiness**, each on a scale of **X = 0 to +3**.

If the ship had been in battle or had other problems before the storm, **X** can be negative.

If any passenger PC has sailing experience, the GM would have given them some clues before they boarded, ranging from "sound ship," "sharp crew," to "leaky old tub," "lubberly sailors," etc.

If the PCs **are** the captain or crew, use **X** relative to their skills.

The *players* roll **2d6+X** for each test: Ship Mastery, Seamanship, Seaworthiness.

Compare each result with the original Storm Strength roll:

☛ **Test result ≥ Storm Strength:** no damage for that check.

✖ **Test result < Storm Strength:** the ship has suffered some damage. The greater the difference, the greater the damage.

Ship Mastery failure: crew injured or swept overboard, cargo ruined, cannons rolling dangerously loose, etc.

Seamanship failure: masts or spars broken, sails torn.

Seaworthiness failure: leak. If leak damage is >3, abandon ship!